University of Gdańsk

Subject card

Subject name and code	Computer Graphics and Animation in Applications, PG_00209909						
Field of study	Informatics						
Date of commencement of studies	October 2024		Academic year of realisation of subject	2025/2026			
Education level	Master's studies		Subject group	Optional subject group			
Mode of study	part-time studies		Mode of delivery	at the university			
Year of study	2		Language of instruction	Polish			
Semester of study	3		ECTS credits	4.0			
Learning profile	academic		Assessment form	credit			
Conducting unit							
Name and surname of lecturer (lecturers)	Subject supervisor	dr Piotr Arłukowicz					
	Teachers	dr Piotr Arłukowicz					
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	0.0	0.0	0.0	20.0	20
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	20		0.0		80.0	100
Subject objectives	Writing MsC thesis						

Learning outcomes

Course outcome	Subject outcome	Method of verification
[INFMU2_U09] is able to present the results of research in the form of an independently prepared dissertation (paper) containing a description and justification of the purpose of the work, the methodology adopted, the results and their significance in comparison with other similar studies	Student works	[SU2] presentation/project/paper/ report [SU3] text preparation/written work
[INFMU2_W07] has an in-depth knowledge of the current legislation on the activities of a computer scientist (teaching, scientific and professional activities) and intellectual property	Student undestands	[SW1] oral statement/ conversation/discussion
[INFMU2_W02] has in-depth knowledge of formal languages, models of computation, and issues of computational complexity; is familiar with the formal apparatus for formulating and studying the properties of computer objects	Student works	[SW3] text preparation/written work
[INFMU2_W01] has in-depth knowledge of the branches of mathematics necessary for the study of computer science; has a good understanding of the role and importance of the construction of mathematical reasoning	Student works	[SW3] text preparation/written work
[INFMU2_K04] understands and appreciates the importance of intellectual honesty in his own and others' actions; acts ethically	Student works	[SK1] oral statement/conversation/ discussion
[INFMU2_K03] is able and ready to formulate opinions on basic IT issues	Student writes thesis	[SK3] text preparation/written work
[INFMU2_K01] knows the limits of his own knowledge and understands the need for further learning	Student works	[SK8] observation of student's independent or team work
[INFMU2_U10] is able to determine the directions of further learning and implement the process of self-education	Student works	[SU8] observation of student's independent or team work

Subject contents

Each students works individually on his/her own subject of master thesis.

Prerequisites and co-requisites

Desired and beneficial:

- Blender knowledge

- Python/Rust programming

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
praca własna	51.0%	100.0%

Recommended reading

Basic literature	none, depends on the task and subject
Supplementary literature	none
eResources addresses	

Example issues/ example questions/ tasks being completed	Visualization of gas clouds in space using measurement data. Addon for creating fireworks. Geo-visualisation of water shed temperatures.
Work placement	Not applicable

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